MULTIMEDIA UNIVERSITY ™

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 2, 2017/2018

MIM7413 – INTERACTIVE INSTRUCTIONAL MULTIMEDIA DEVELOPMENT

(All sections / Groups)

28 MAY 2018
3.00 p.m. – 5.00 p.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 5 pages including cover page with 4 Questions only.

2. Attempt **question 1** in PART ONE (***Compulsory***).

3. Attempt **TWO** out of THREE questions in PART TWO. All questions carry equal marks and the distribution of the marks for each question is given.

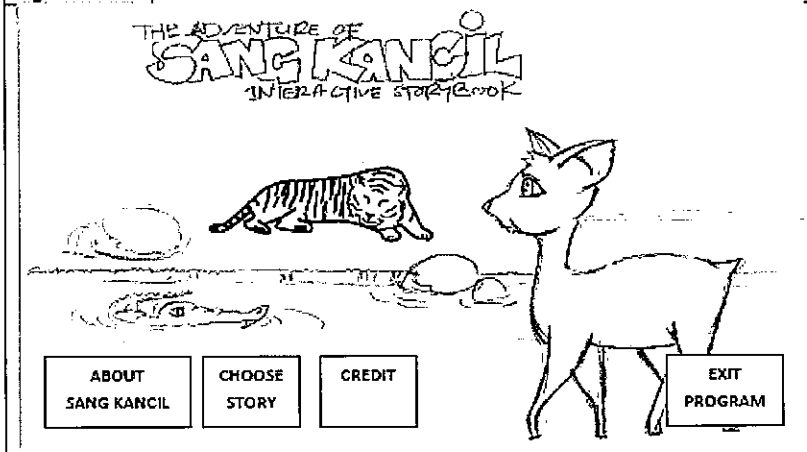
4. Please print all your answers in the answer Booklet provided.

Part One - 20 points:

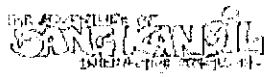
Question 1

Like an outline for a paper, flowcharts and storyboards save time and improve the quality of the final product by assisting us in the planning and preparation stages of a project. They help us plan what we are going to do so we know where a project is going. Then they keep us focused on the final goal. Design a respective flowchart according to the storyboards (courtesy of Anuar, 2009) below.

(a)Main Menu Page [5]

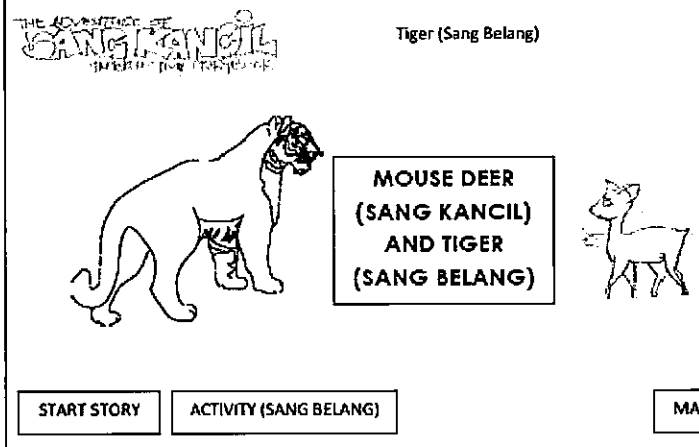
Page	Main Menu				Interactivity
					Button: • "About Sang Kancil" – go to the "About Sang Kancil" page. • "Choose Story" - go to the "Choose Story" page. • "Credit" - go to the "Credit" page. • "Exit Program" - go to the "Do you sure to quit the program?" page. In this page, the will get the confirmation whether to quit the program or not.
Element of Multimedia					
Graphic	Text	Animation	Video	Audio	
Same as visual	Same as Visuals Body font – Century Gothic font	Mouse deer – walking inside the stage. Tiger – Sleeping, tiger stomach moving inside and out (breathing) Crocodile – Swimming in the river.	N/A	Background Music - " In forest" Button sound effect – "Bip" sound on each button when mouse over.	

(b) Choose Story page [5]

Page	Choose Story	Interactivity
		Button: • "Back" – go to the "Menu Main" page. • "Tiger (Sang Belang)" – go to the "Tiger(Sang Belang)" page. • "Crocodile (Sang Buaya)" – go to the ""Crocodile (Sang Buaya)"" page.

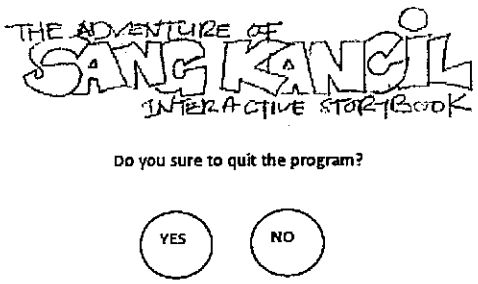
Element of Multimedia				
Graphic	**Text**	**Animation**	**Video**	**Audio**
Same as visual	Body font – Century Gothic font	Tiger – Sleeping, tiger stomach moving inside and out (breathing) Crocodile – Swimming in the river. Arrow – Moving arrow forward and backward	N/A	-Background Music" In forest" Button sound effect – "Bip" sound on each button when mouse over.

(c) Tiger (Sang Belang) page [5]

Page	Tiger (Sang Belang)	Interactivity
		Button: • "Main Menu" – go to the "Menu Main" page. • "Start Story" – go to the "Sang Kancil Walking Alone" page. • "Activity (Sang Belang)" – go to the "Activity (Sang Belang)" page.

Element of Multimedia				
Graphic	**Text**	**Animation**	**Video**	**Audio**
Same as visual For each button, using the crystal icon.	Same as visual Body font – Century Gothic font	The text will be fade out to the stage.	N/A	Background Music" In forest" Button sound effect – "Bip" sound on each button when mouse over.

(d)Exit Page [5]

Page	Do you sure to quit the program?				Interactivity
					Button: • "Yes" – exit the program • "No" – go to the "Menu Main" page.
	Element of Multimedia				
	Graphic	Text	Animation	Video	Audio
	Same As Visual	Body font – Century Gothic font	N/A	N/A	Button sound effect – "Bip" sound on each button when mouse over.

Part Two – 40 points:
Attempt 2 OUT OF 3 QUESTIONS. The distribution of marks for each question is given

Question 2
Planning phase is the first phase in interactive multimedia development process. The planning phase sets the stage for the whole project. List down and discuss the steps that you have to go through in planning phase in developing interactive multimedia application.

[20]

Question 3
Alpha test is the major test of the program by the design and development team in development phase. Of more important to the alpha test is the evaluation form, which addresses the following areas:

a) *Check the subject matter*;
b) *Check pedagogy*;
c) *Check the interface* ;
d) *Check the supplementary materials* ;
e) Check navigation.

Discuss these areas in details. [20]

Question 4
The treatment is one of the important steps in planning phase in interactive multimedia development process. The treatment of an interactive multimedia title is how this title will be presented to the user.

(a) List down the treatments that can be included in an interactive multimedia title. [4]
(b) In your own words, explain these treatments in details.

[16]